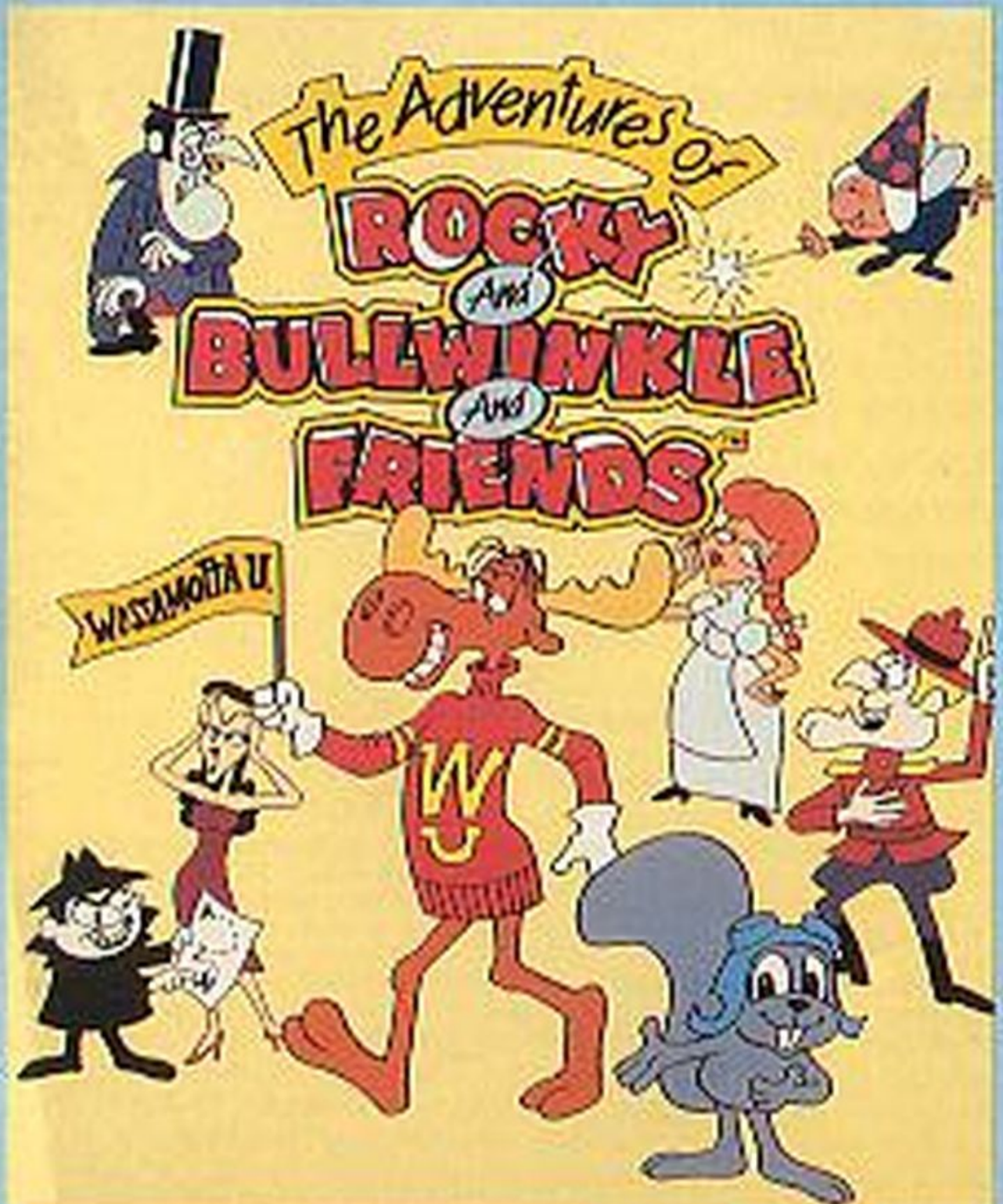

NES-RF-USA

INSTRUCTION MANUAL

T•HQ SOFTWARE
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Ⓣ

INTRODUCTION

Thank you for adding **Rocky & Bullwinkle & Friends™** to your video game library. We hope your family enjoy hours of entertainment as the Moose and Squirrel go off on their quest for fortune.We recommend that you read this manual before playing the game in order to insure a fulfilling experience! Thanks again, and now-on with the show!

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This official seal is your assurance that Nintendo has approved the quality of this product. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System. All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality.

SAFETY PRECAUTIONS

Follow these suggestions to keep your **Rocky and Bullwinkle™** Game Pak in perfect operating condition.

1. DO NOT subject your Game Pak to extreme temperatures, either hot or cold. Always store it at room temperature.
2. DO NOT touch the terminal connectors on your Game Pak. Keep it clean and dust-free by always storing it in its protective plastic sleeve.
3. DO NOT try to disassemble your Game Pak.
4. DO NOT let your Game Pak come in contact with thinners, solvents, benzene, alcohol, or any other strong cleaning agents that can damage it.

WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV!

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

A D V I S O R Y

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

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OUR STORY BEGINS...

It's a lovely day in Frostbite Falls, Minnesota as our two heroes, Rocket J. Squirrel and Bullwinkle J. Moose receive an important telegram. It seems Bullwinkle's late great-great grandfather was moosenapped many years ago and taken to an English estate as quarry for a big game hunter. It turned out that the old moose made such good game for the sportsman that he willed his entire estate to him. Through diligent tracking and pure dumb luck, this makes Bullwinkle the Earl of Moosechester! It's now up to our intrepid heroes to make their way to jolly-old England for Bullwinkle to inherit his title.

Unfortunately for the moose, however, there's a couple of obstacles in his way - namely, Boris Badenov and Natasha Fatale. They plan to stop the moose and squirrel and impersonate Bullwinkle to collect his inheritance! Why, those no-goodniks would stop at nothing to get their greedy mitts on the treasure! So watch your back and get ready for an incredible adventure as you seek to: Inherit The Wind-fall!

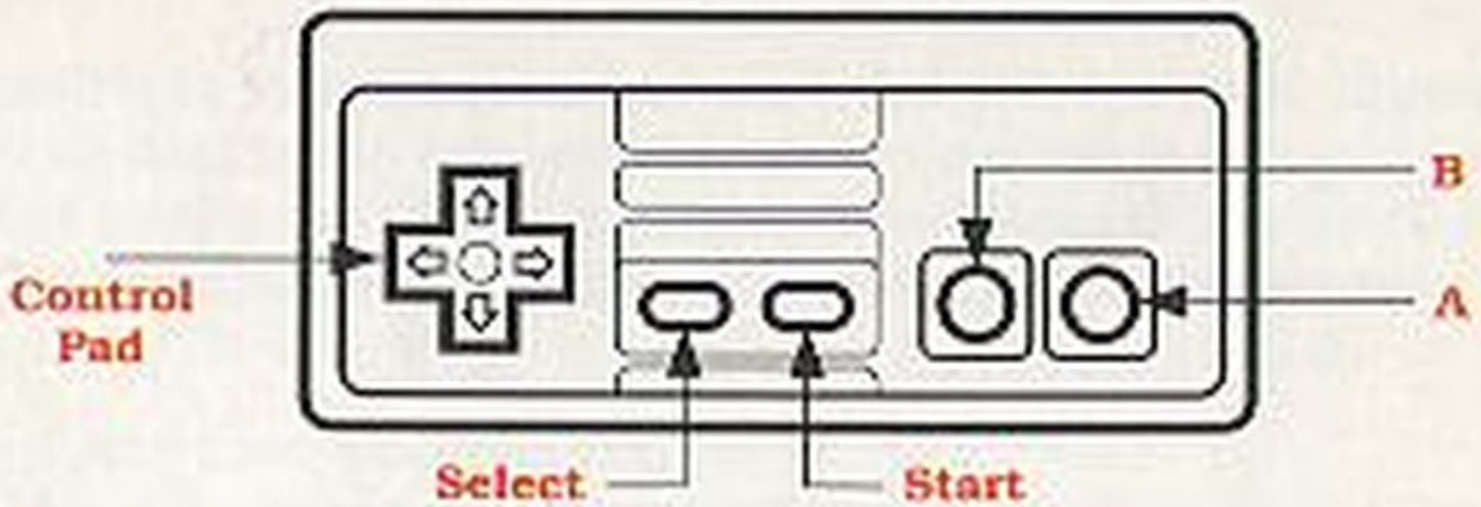
GAME PLAY

Your mission is to get from Frostbite Falls, Minnesota to Abominable Mansion in England. There are five game levels between you and Bullwinkle's success. Collect bombs along the way (you'll need them in the final level!). The ones thrown by Boris and Natasha are best avoided. Their fuses are too short to allow you to collect them.

There are also Goof-Gas bombs! These reverse the actions of the left and right controls as well as mess up Rocky's flying to simulate being goofed-up. Some stages require that you find a key to continue to the next level. These keys unlock doors at the end of certain stages.

You can switch between playing Rocky or Bullwinkle at any time during the game! This allows you to use the best hero for any situation! The energy points are the same for whichever hero is on the screen, so shifting from one to the other to build points won't work.

CONTROLLING MOOSE AND SQUIRREL



BUTTON	REACTION
Left or Right	Moves hero left or right.
Up	For Bullwinkle only, it moves him up a stairway. It allows both characters to enter a doorway.
Down	Pick up an object (drink, bomb, etc.). For Bullwinkle, then go down stairs. For Rocky (while flying), then land.
A Button	Hero jumps.

CONTROLLING MOOSE AND SQUIRREL CONT.

B Button	Hero tosses a bomb.
Select	Switch between Rocky and Bullwinkle when standing still.
Start	Pause the game.
Right or Left	If you are Bullwinkle, then he'll Charge!
A and B Button	If you are Rocky, then he'll fly!

GAME PLAY NOTES:

- *Both charging and flying burn energy. Use these as a last resort!*
- Drink Moose Juice to restore lost energy.
- Collect hearts to add new life and restore energy to full.
- Extra lives are awarded as your score increases.

THE GOOD GUYS

Bullwinkle - How can we describe this paragon of Moosedom? Slow-witted, yet possessed with superhuman strength (and luck), this half of the heroic team embodies courage, fortitude and a face only a mother moose could love. His powerful antlers and rock hard skull give those bombastic bad guys a definite challenge.

Rocky - The real brains behind our dynamic twosome. Rocky has the insight to know when something just isn't right. His ability to guide Bullwinkle in teamwork has often saved the day. His talent for fast flying also helped his buddy out of some pretty scary scrapes! Loyal, heroic and yet small, Rocky is a true blue pal to the end.

Boris Badenov - This Pottsylvanian menace has been after moose and squirrel for so long now that this caper should do it! Boris is sneaky, distrustful, diabolical, rotten, nasty - and those are his Good points! This shiftless cad does have an incredible gift for creating things - traps, mechanical monsters and other terrors custom built for you-know-who. As long as Boris is around, our heroes are in danger!

Natasha Fatale - How can someone this nice looking be just as rotten as Boris? Well, when you're Pottsylvania's leading female spy, anything can happen! What she lacks in brute strength, she more than makes up for in her abilities to stop Rocky and Bullwinkle. Wotta Gal!

WARRANTY INFORMATION

90 DAY LIMITED WARRANTY:
THQ Software, Inc. warrants to the original consumer purchaser that this Game Pak ("PAK") (including Game Pak Accessories or Direct Accessories) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90 day warranty period, THQ Software, Inc. will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.

2. Notify the THQ Software, Inc. Consumer Service Department of the problem requiring warranty service by calling: (818) 591-3341. Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Standard Time, Monday through Friday.

3. If the THQ Software, Inc. service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

THQ Software, Inc.
Consumer Service Department
5000 N. Parkway Calabasas, Suite 107
Calabasas, CA 91302
(818) 591-1310

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:
If the PAK develops a problem after the 90 day warranty period, you may contact the THQ Software, Inc. Consumer Service Department at the phone number noted. If the THQ Software, Inc. service technicians are unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK, freight prepaid to THQ Software, Inc., enclosing a check or money order for $10.00 payable to THQ Software, Inc. THQ Software, Inc. will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKs are not available, the defective PAK will be returned and the $10.00 purchase price refunded.

WARRANTY LIMITATIONS:
ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL THQ SOFTWARE, INC. BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try and correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES with respect to the receiver.
- Move the NES away from the receiver.
- Plug the NES into a different outlet so that the NES and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems
This booklet is available from the U.S. Government Printing Office, Washington D.C. 20402, Stock No. 004-000-00345-4.

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NOTES

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